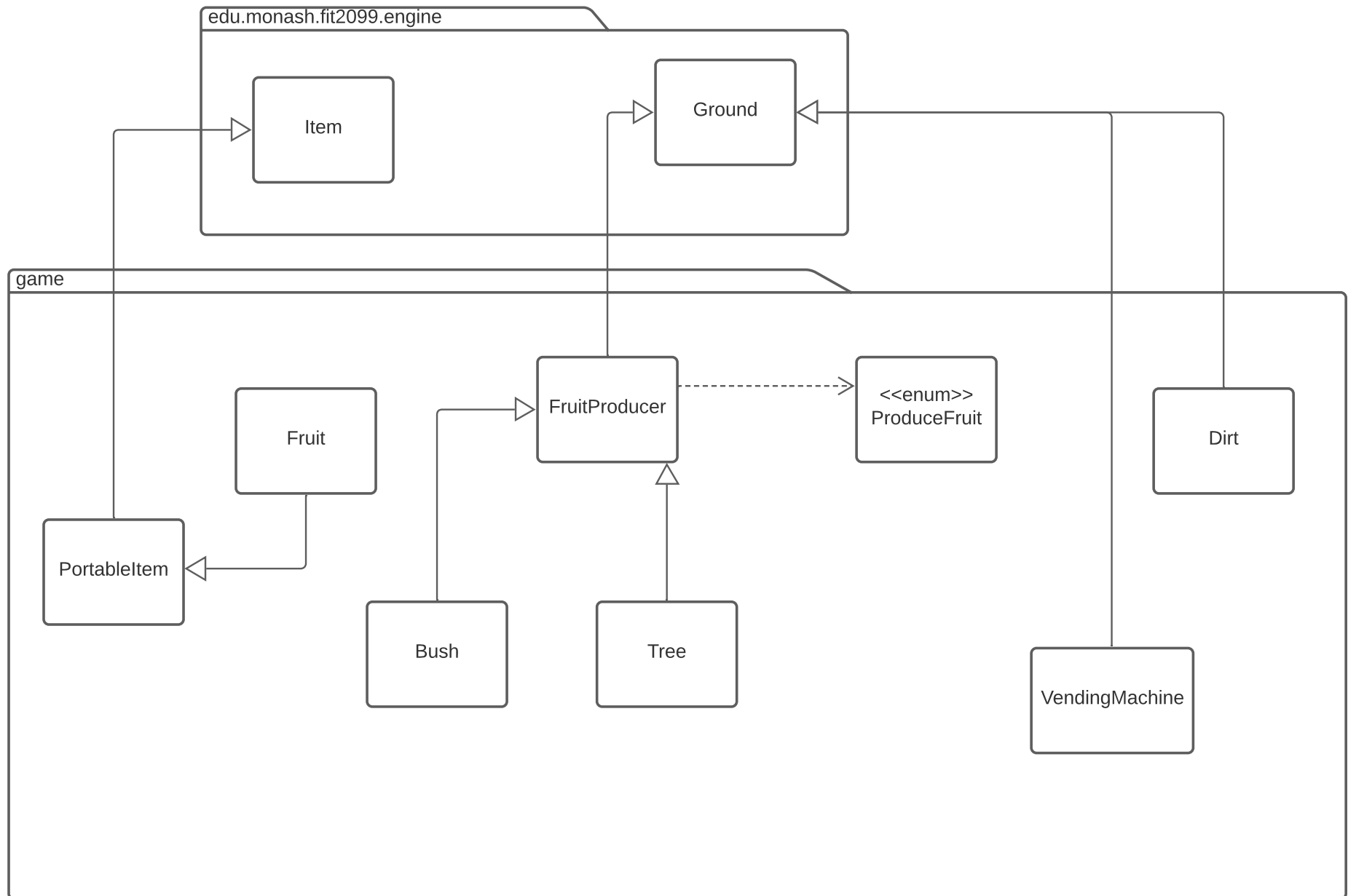


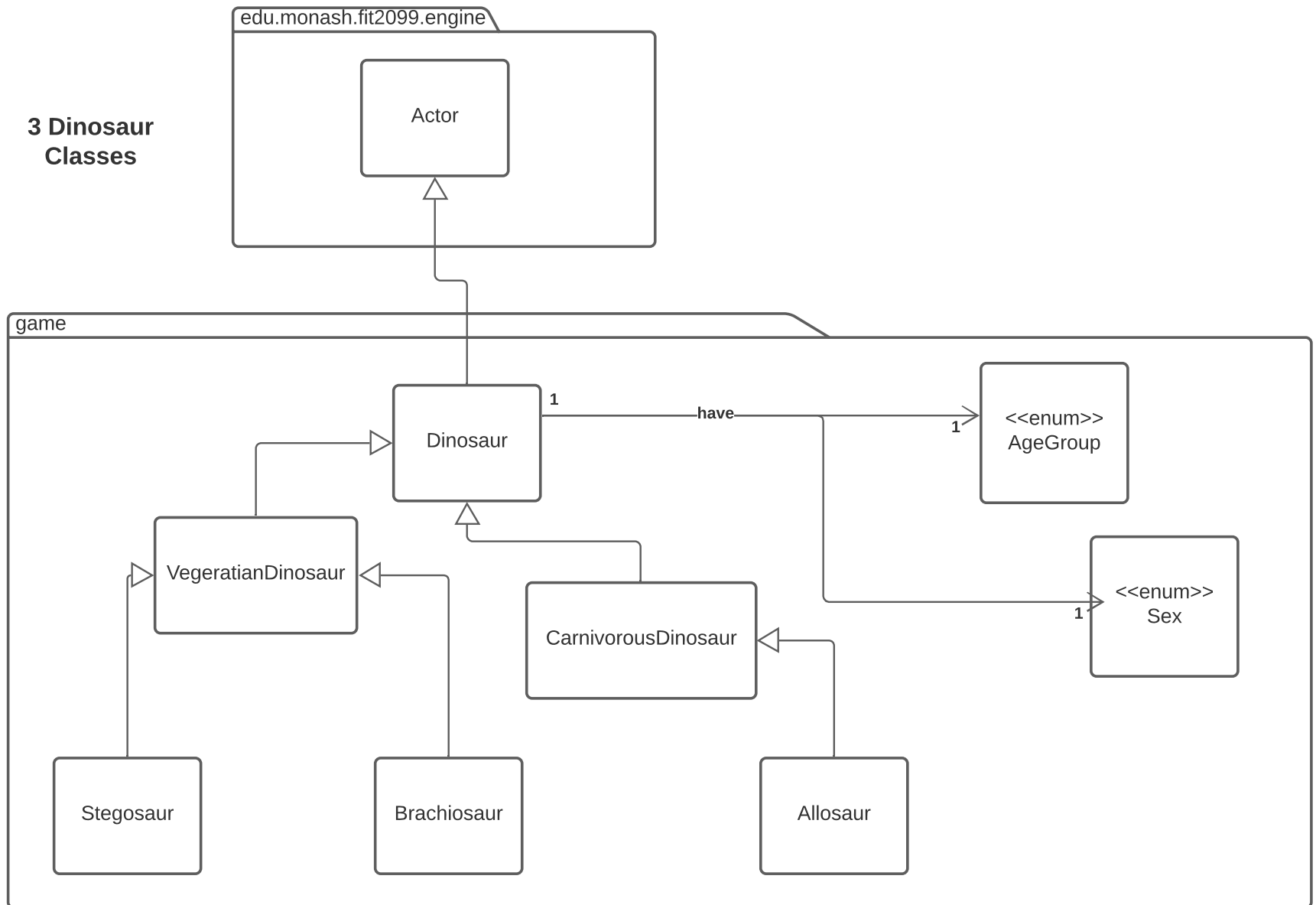
Updated UML diagrams  
Assignment 2  
Group: Tute07Team82

only contains updated diagrams that were changed from assignment 1

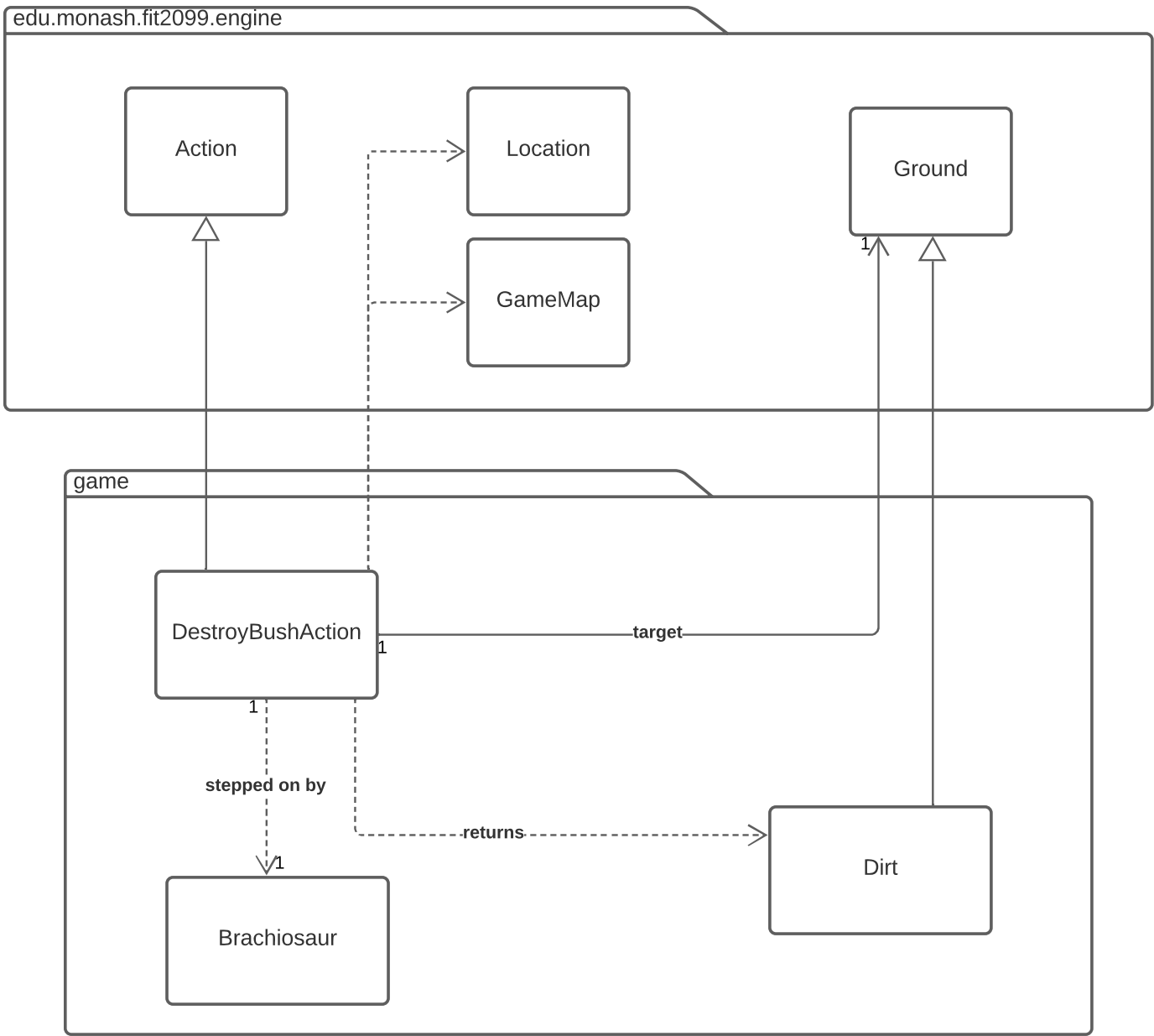
## Items that populate the Park GameMap

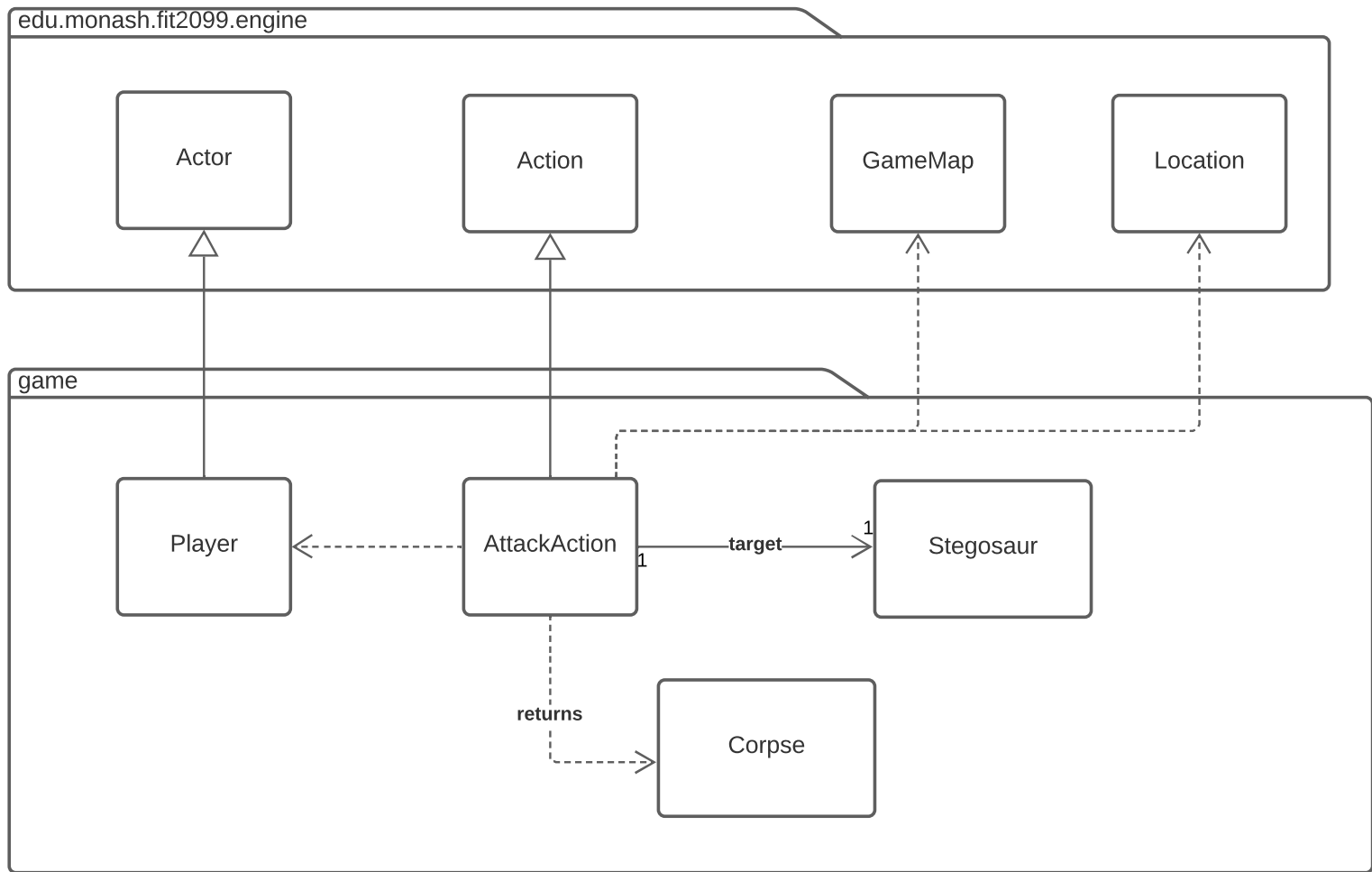


### 3 Dinosaur Classes

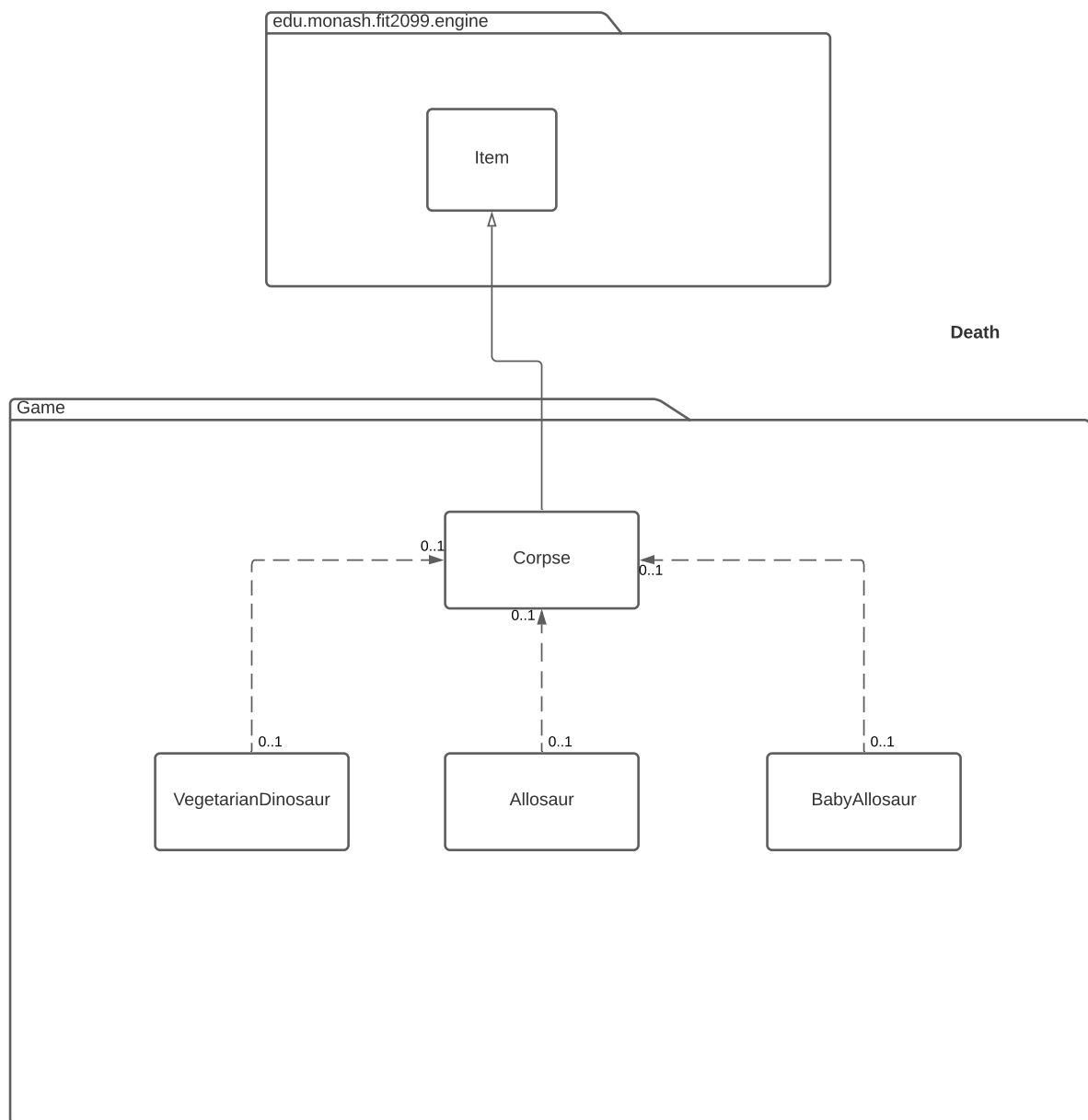


# DestroyBushAction

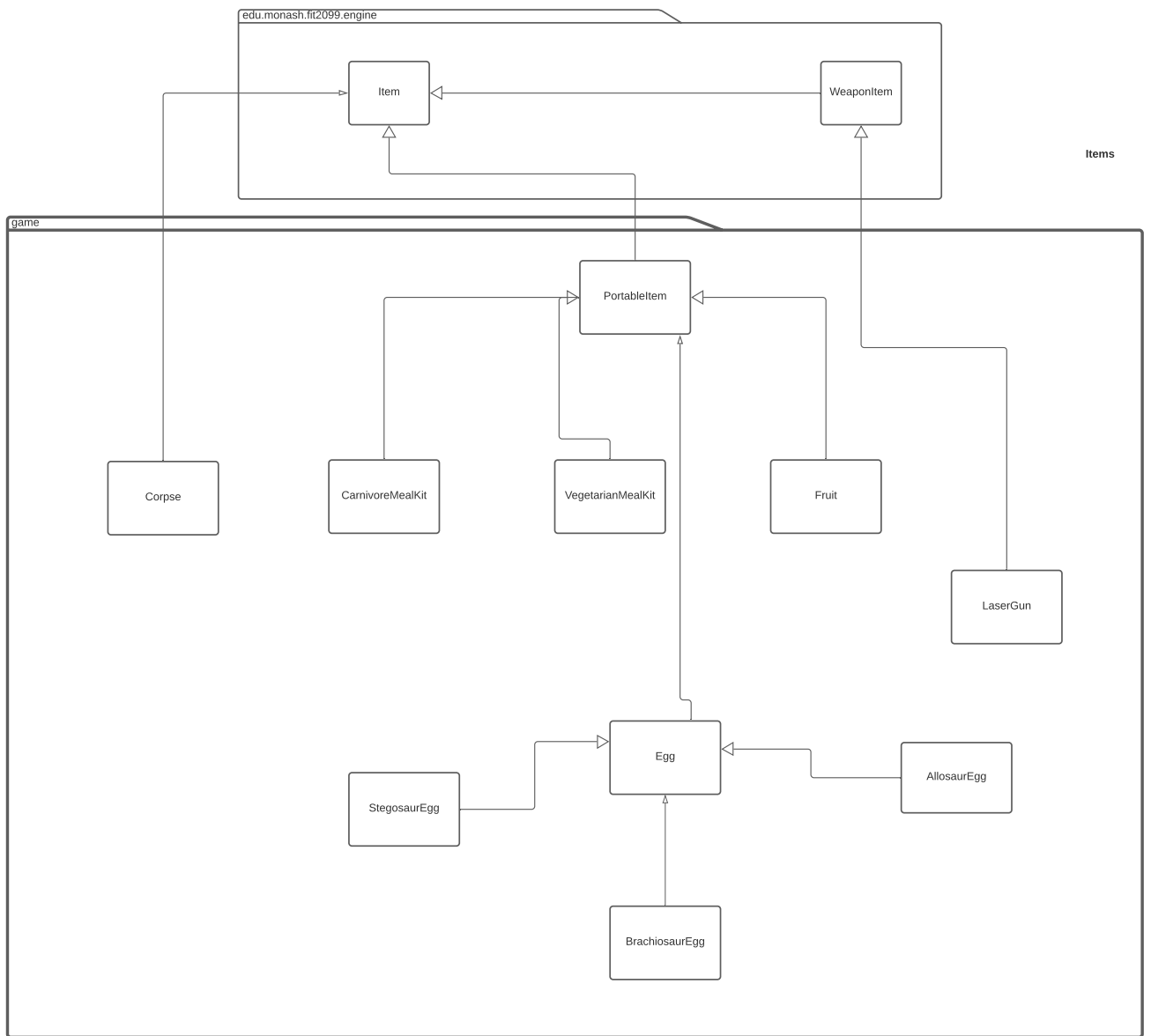




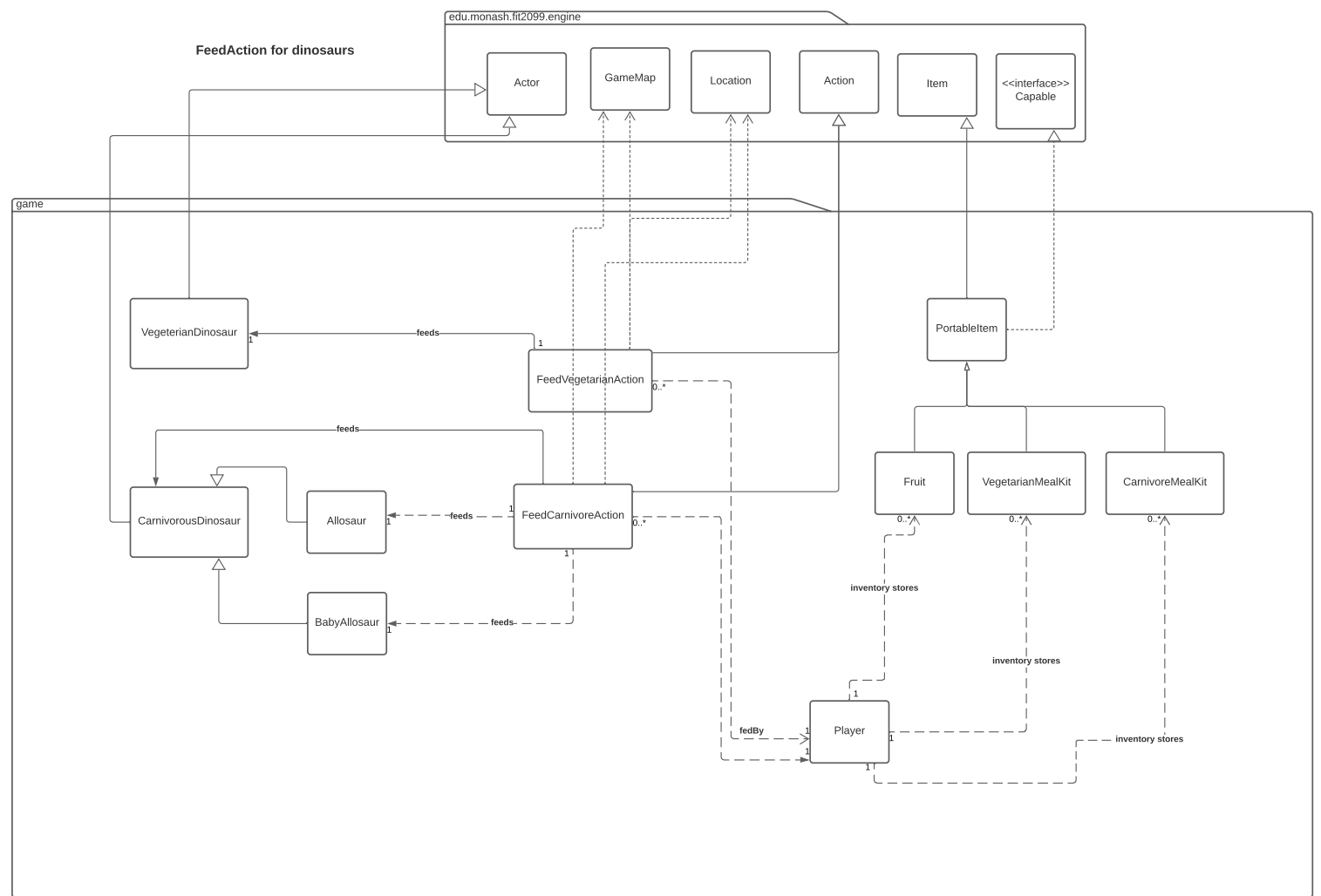
**Player attacks Stegosaur  
to control its population**



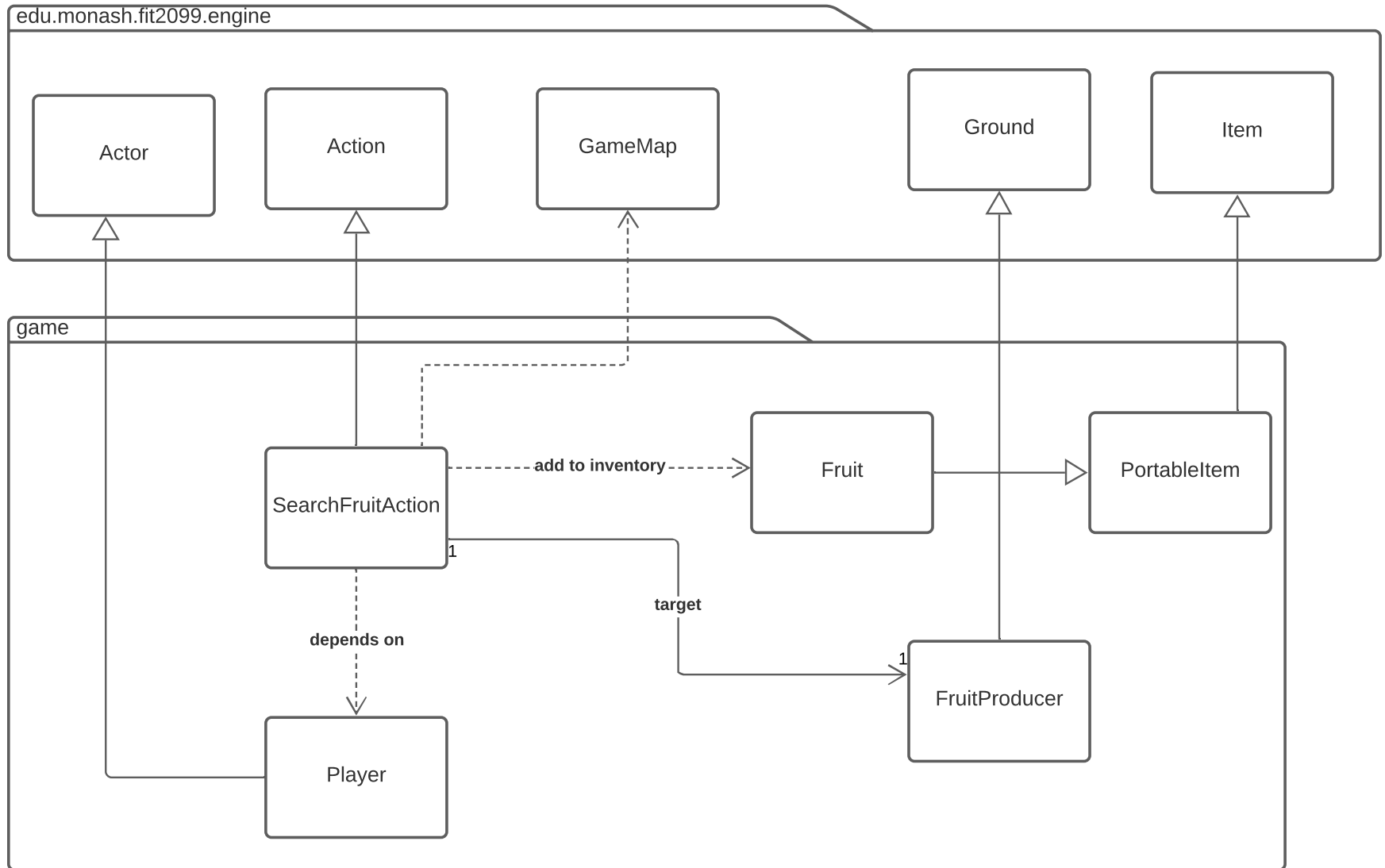




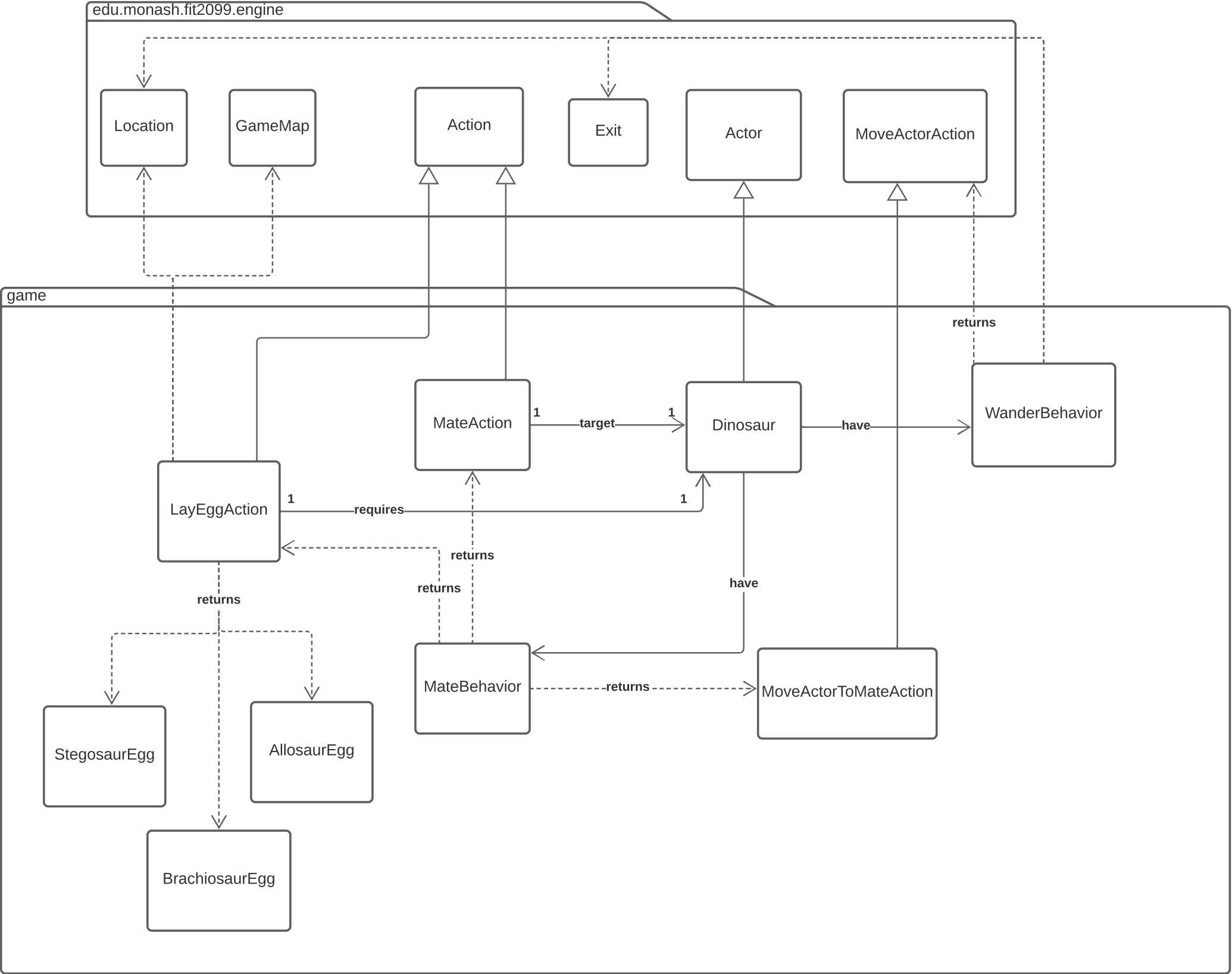




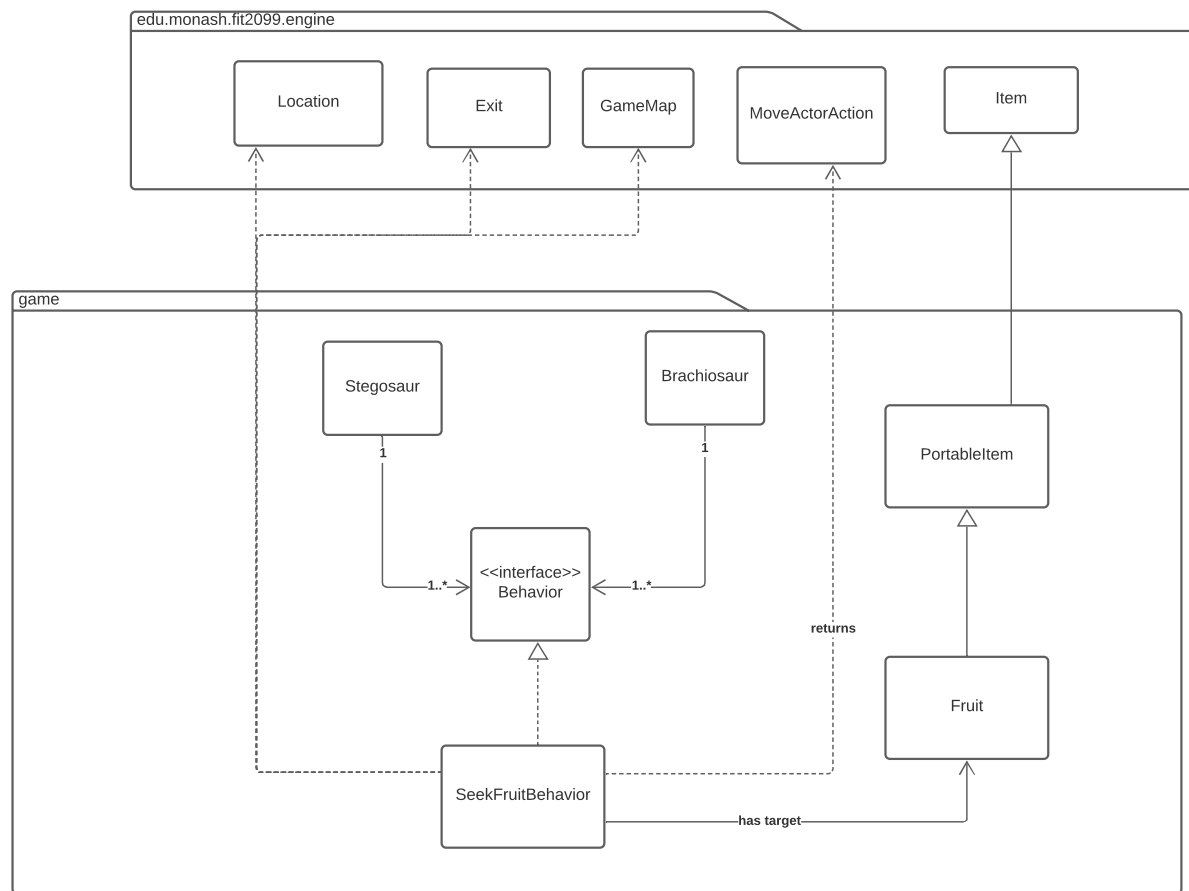
## Search Fruit Action



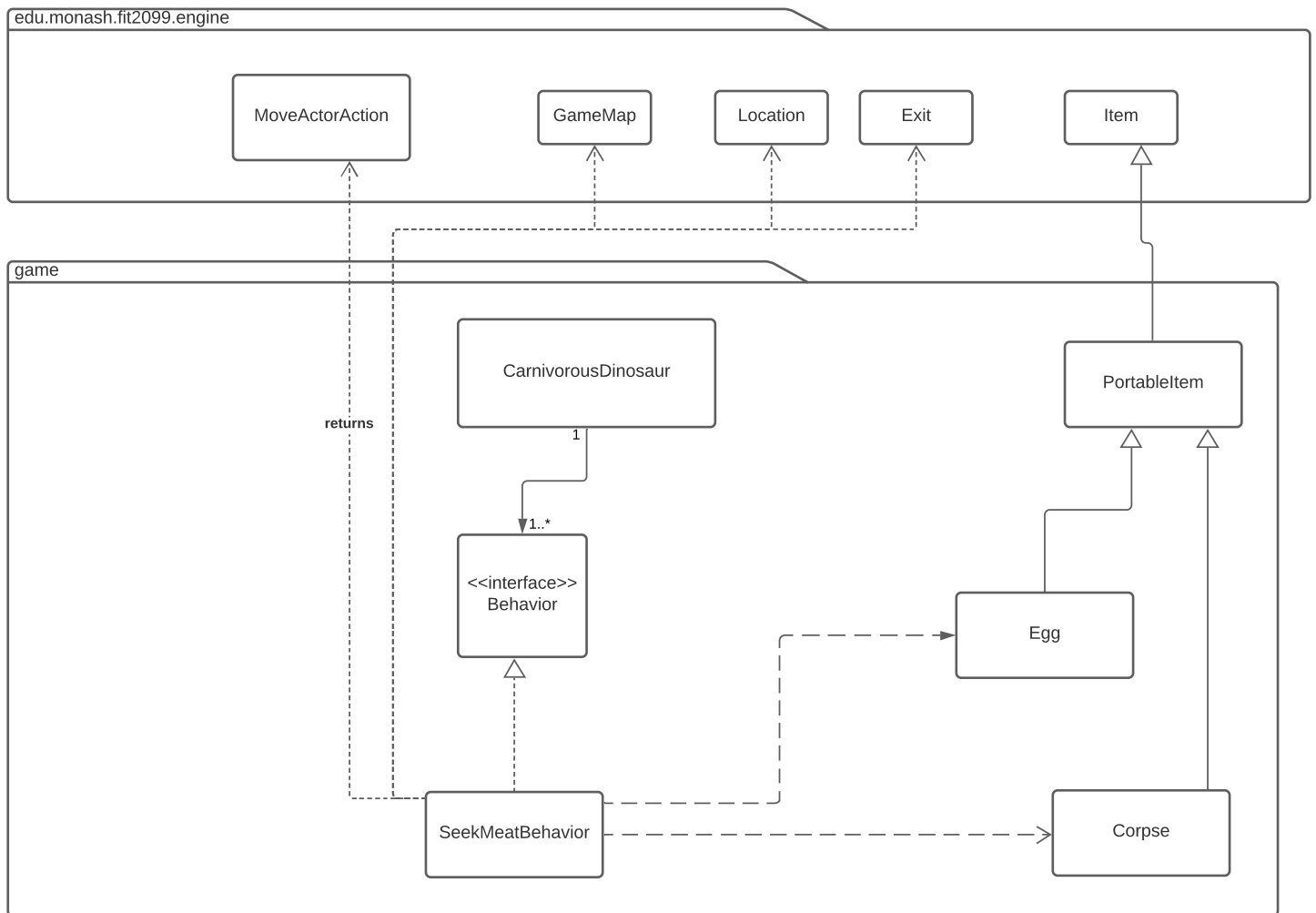
Mate Behavior



### Seek Fruit for Herbivores



## Seek Meat/Egg for Carnivore



Sequence Diagram  
For  
FeedVegetarianAction

Note: vegetarianDinosaur is an instance variable of FeedVegetarianAction class

Note: This sequence diagram is for the action of feeding a vegetarian dinosaur - and it would be identical to feeding Allosaurs as well, except instead of searching the inventory for fruits and vegetarian mealkits, we can search for carnivore meal kits.

